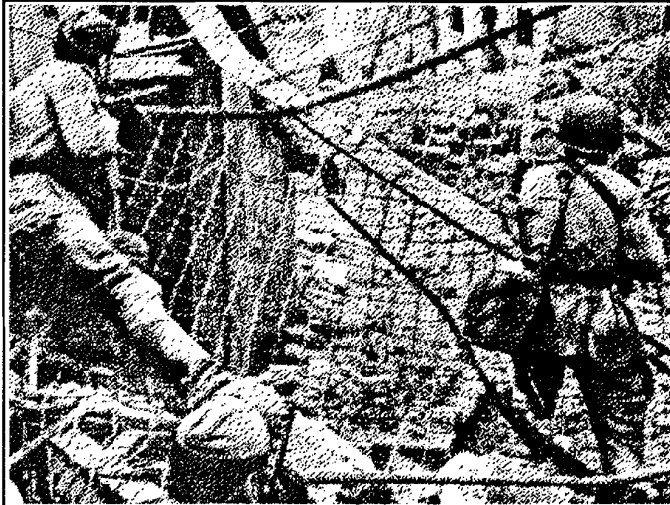


# BETWEEN THE HAMMER AND THE ANVIL II

SCENARIO ASL TAC 14 Translated by Coastal Fortress Gaming Group



**VICTORY CONDITIONS:** The Russians win if they completely control building K5 at the end of the scenario. The German player wins starting from turn 4 inclusive as soon as there are no more good order Russian MMC north of hexrow D at the end of a German turn.

**KHRISTISHCHE, January 26, 1942:**

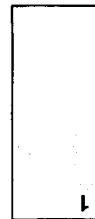
Benefitting from the winter, Marshal Timoshenko decided to launch a significant offensive against the German Army Group South. The Russians managed to create significant openings aimed at reaching the Donetz basin from Izyum. Khristishche, held by the first battalion of the 196th infantry regiment, controlled the road to Slavyansk. From January 23rd, the Russians made many expensive attempts to take Khristishche but all were pushed back. It was only at dawn on the 25th that a patrol succeeded in penetrating the city.

*This scenario appeared in Tactiques #1 to illustrate the initial course.*

*Here is the "professional" version with additional precise details concerning the units.*

## BALANCE:

- ★ Replace the 8-0 leader of the Russian reinforcements with one 8-1
- ♣ Add 2 LMG to the OB of company M.







Only hexrows A through Pare playable

★ RUSSIAN sets up first [149]	★	1	2	3	4	5	6	7	END
♣ GERMAN moves first [163]	♣								









### Elements of the 196th Infantry-Regiment (68th Infantry-Division) [ELR:3]

set up between hexrows D and H inclusive

 4'-6-7	 2-4-7	 8-0	 1-3-2
6			2






### Reserves of Company M [ELR:3]

enter on turn 1 along the north edge (hexrow P)

 4'-6-8	 4'-6-7	 8-0	 7-0	 5-12	 1-3-2
3	6				2






### Infiltrating patrol of the 351st Siberian Rifles division, LVIIth Army [ELR:2]

set up within 3 hexes of L5 {SAN:2}:

 5-2-7	 4-4-7	 2-3-7	 9-0	 1-2-2
4	3			

### Reinforcing troops [ELR:2]

enter on turn 1 along the southern edge

 5-2-7	 4-4-7	 8-0	 7-0	 1-2-2
3	12			2

Scenario Design: Emmanuel Regaudie '92

## SSR:

- EC are deep snow, with no wind at start. Extreme Winter applies.
- Night rules (E1) apply. The NVR is 4 with Scattered Clouds and No Moon. Only the German units of the 1st battalion are considered the Scenario Defender and must apply all of the rules of E1.2 (but their ELR remains 3). The Russian patrol units can set up Concealed but are neither Defender nor Attacker. The Russian and German units who enter the board are both considered Scenario Attacker (E1.4). Remember that according to E1.62, the Majority Squad Type of the Germans are Lax (see also E1.63).
- All the buildings are wooden and single story.
- The Russian troops which are placed on the board at the beginning of the scenario cannot place more than 2 squads or their equivalent in each building.
- All the Russian units are equipped with skis and have Winter Camouflage.

**AFTERMATH:** Disguised as Germans, five Russian soldiers succeeded in creating a sufficient breach so that the patrol could penetrate in the city. It took position at 0130 hrs in buildings and tried as much as possible to badger the Germans, already exhausted by three days of uninterrupted combat. However, the commander of Company M delegated on the spot his sections of command and reserve and succeeded in eliminating the pocket. The Russians had to retreat while a commissar and some men heroically defended their positions. The Russian command decided to benefit from the situation to bear down on the hastily reconstituted German line of defense but an artillery barrage of the group attached to the 1st battalion put an end to this offensive. It was only towards 0930 hrs that the last Russian defenders surrendered.